

BEAUFORT

A minisystem for any RPG with sailing ships by Steffan O'Sullivan, CC-Attribution

The PCs on a ship encounter a storm – what happens?

Set **Storm Strength**: the GM rolls 1d6+6.

The GM evaluates the captain's **Ship Mastery**, the crew's **Seamanship**, and the ship's **Seaworthiness**, each on a scale of **X = 0 to +3**.

If the ship had been in battle or had other problems before the storm, **X** can be negative.

If any passenger PC has sailing experience, the GM would have given them some clues before they boarded, ranging from “*sound ship*,” “*sharp crew*,” to “*leaky old tub*,” “*lubberly sailors*,” etc.

If the PCs **are** the captain or crew, use **X** relative to their skills.

The *players* roll **2d6+X** for each test: Ship Mastery, Seamanship, Seaworthiness.

Compare each result with the original Storm Strength roll:

☞ **Test result ≥ Storm Strength**: no damage for that check.

☠ **Test result < Storm Strength**: the ship has suffered some damage. The greater the difference, the greater the damage.

Ship Mastery failure: crew injured or swept overboard, cargo ruined, cannons rolling dangerously loose, etc.

Seamanship failure: masts or spars broken, sails torn.

Seaworthiness failure: leak. If leak damage is >3, abandon ship!